

=>d his

(FILE 'USPAT' ENTERED AT 12:49:01 ON 24 MAR 1999)
L1 4718 S ((GENERAT? OR DISPLAY?) (10A) (IMAGE#)) (10A) (BLOCK? OR
OB
L2 1684 S L1 AND (CAMERA# OR (POINT (2W) VIEW))
L3 44 S L2 AND MESH
L4 234 S ((DISPLAY? (10A) (IMAGE# OR OBJECT#)) (10A) (BLOCK? (5A)
OB

=>d his

(FILE 'USPAT' ENTERED AT 16:07:37 ON 24 MAR 1999)
L1 65739 S DISPLAY? (P) IMAGE#
L2 2245 S L1 AND ((VISUAL (2W) POINT) OR (POINT (2W) VIEW#))
L3 29 S L2 AND (DISPLAY? (10A) ((OBSTRUCT? OR OBSCUR? OR BLOCK?)
(5

=>d his

(FILE 'USPAT' ENTERED AT 16:07:37 ON 24 MAR 1999)
L1 65739 S DISPLAY? (P) IMAGE#
L2 2245 S L1 AND ((VISUAL (2W) POINT) OR (POINT (2W) VIEW#))
L3 29 S L2 AND (DISPLAY? (10A) ((OBSTRUCT? OR OBSCUR? OR BLOCK?)
(5
L4 1640 S L2 AND (OBSTRUCT? OR OBSCUR? OR BLOCK?)
L5 62 S L4 AND (VIRTUAL IMAGE#)

=> d his

(FILE 'USPAT' ENTERED AT 17:49:51 ON 24 MAR 1999)
L1 2730 S VIRTUAL IMAGE#
L2 1653 S L1 AND (OVERLAP? OR OBSCUR? OR OBSTRUCT? OR BLOCK?)
L3 177 S L1 AND (((DISPLAY? OR GENERAT?) (10A) (OVERLAP? OR OBSCU

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=> s display? (p) image#  
    299786 DISPLAY?  
    297871 IMAGE#  
L1      65739 DISPLAY? (P) IMAGE#  
  
=> s l1 and ((visual (2w) point#) or (point (2w) view#))  
    135852 VISUAL  
    1210746 POINT#  
        500 VISUAL (2W) POINT#  
    1097097 POINT  
    1710967 VIEW#  
        45772 POINT (2W) VIEW#  
L2      2264 L1 AND ((VISUAL (2W) POINT#) OR (POINT (2W) VIEW#))  
  
=> s l2 and (obstruct? or obscur? or blocked)  
    76543 OBSTRUCT?  
    27398 OBSCUR?  
    104517 BLOCKED  
L3      429 L2 AND (OBSTRUCT? OR OBSCUR? OR BLOCKED)
```

=> s l1 and (((display? or generat?) (10a) (overlap? or obscur? or obstruct?
or block?)) (10a) (image# or object# or subject# or picture# or part#))

299786 DISPLAY?
849837 GENERAT?
213089 OVERLAP?
27398 OBSCUR?
76543 OBSTRUCT?
770788 BLOCK?
297871 IMAGE#
1548683 OBJECT#
447951 SUBJECT#
91740 PICTURE#
1662065 PART#
7900 ((DISPLAY? OR GENERAT?) (10A) (OVERLAP? OR OBSCUR? OR OBSTR
UCT
RE#
? OR BLOCK?)) (10A) (IMAGE# OR OBJECT# OR SUBJECT# OR PICTU
RE#
OR
L3
OR
OR
PICTURE# OR PART#))

=> d kwic 3

US PAT NO: 5,769,718 [IMAGE AVAILABLE]

L4: 3 of 32

ABSTRACT:

A . . . consisting of a floor and walls as a bird's-eye view: A player character's position specifying unit 34 checks whether the **display** position of the player character is **hidden** behind the **wall** or the floor in the background's image of the game space. An image synthesizing unit 38 synthesizes the image data. . . character with the background image of the game space. When the player character position specifying unit 34 determines that the **display** position of the player character is **hidden** behind the **wall** or the floor, the image synthesizing unit 38 modifies the image data so that the wall or the floor concealing.

SUMMARY:

BSUM(9)

When . . . displayed as the bird's eye view, however, there must be produced an area invisible from the game player which is **hidden** behind the **wall**, i.e., the area that can not be **displayed** on the TV monitor. Then, if the player character enters this invisible area, the game player is unable to confirm. . .

DRAWING DESC:

DRWD(7)

FIG. 6 is a view showing an example of an image **displayed** when a **display** position of a player character is **hidden** behind a **wall**;

DETDESC:

DETD(23)

The player character's position specifying unit 34 constituting a part of a image data processing element checks whether the **display** position of the player character coincides with a portion **hidden** behind the **wall** or the floor or a portion in the vicinity of such a portion in the background's image generated by the. . .

DETDESC:

DETD(24)

The . . . image data are not displayed in principle. If the player character's position specifying unit 34 gives the notice that the **display** position of the player character coincides with the portion **hidden** behind the **wall** or the floor or a portion in the vicinity of this portion in the background's image generated by the background's.

DETDESC:

DETD(29)

Next, the CPU 1 checks whether the **display** position of the player character P coincides with the portion **hidden** behind the **wall** or the floor or exists in the vicinity of this portion in the background's image (S06). Then, as illustrated in. . .

DETDESC:

DETD(30)

Contrastingly if the **display** position of the player character P coincides with the portion **hidden** behind the **wall** or the floor in the background's image, or if the display position of the player character P is in the. . .

DETDESC:

DETD(35)

According . . . character P is made to move in this game space corresponding to the commands given by the player, the portions **hidden** behind the **walls** and the floor can be **displayed** with these walls and floor displayed semitransparently in the display position of the player character and in the vicinity thereof.. . .

=> d 8 detd(74)

US PAT NO: 5,642,286 [IMAGE AVAILABLE]

L4: 8 of 32

DETDESC:

DETD(74)

The obstructing factor searching section 33 searches, when it is determined by the wiring determination section 32 that it is impossible to wire a wiring line between the position of a wiring start point and the position of the mouse pointer or the position of a wiring end point, the position of an **obstructing factor (obstacle)**, by which such wiring is rendered impossible, based on all **display** data to the display unit 22 stored in the memory 24, and outputs a result of the searching to the display data production section 25.

=> d 8 detd(85)

US PAT NO: 5,642,286 [IMAGE AVAILABLE]

L4: 8 of 32

DETDESC:

DETD(85)

10) The display data production section 25 produces, when it is determined, upon designation of a wiring start point and a wiring end point to determine a wiring interval, by the wiring determination section 32 that wiring in the wiring interval is impossible, **display** data in accordance with which the position of an **obstructing factor (obstacle)** searched out by the **obstructing factor** searching section 33 is to be **displayed** clearly. Based on such display data, on the screen of the display unit 22, for example, as shown in FIG. 25, when an obstructing factor is present between a wiring start point 70 and a wiring end point 71, the **obstructing factor (obstacle)** 72 is **displayed** clearly at the position. In this instance, when the obstructing factor 72 cannot be recognized on the screen (for example, a greater number of wiring patterns than an allowable passing number are present there), the position is indicated by means of some mark clearly. However, when the obstructing factor 72 can be recognized on the screen, it is displayed in a different displaying color or in a different displaying form from that of any other element to indicate it clearly.